COLECO FAMILY LEARNING SOFTWARE

BRAIN STRAINERS

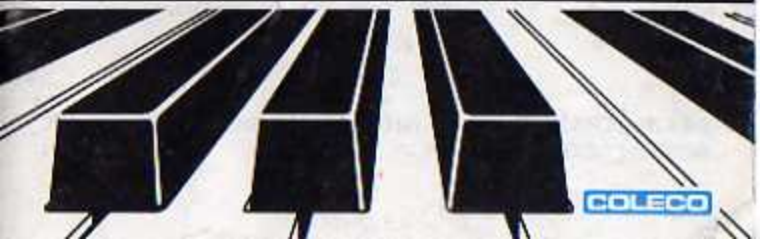
No. 2896

by Carousel Software, Inc.

Guide No. 14411

- For one or two players
- Name that note!
- Match that tune!

FOR COLECOVISION® & ADAM™ FAMILY COMPUTER SYSTEM



COLECO

HERE'S THE SET-UP

MAKE SURE THE COLECOVISION® OR ADAM™ IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

Getting Ready to Play

Press the Reset Button. The Title Screen for BRAIN STRAINERS™ appears on your TV or monitor. After a few moments, the Option Screen appears. To play FOLLOW THE LEADER™, press Keypad Button **1.** To play CLEF CLIMBER™, press Keypad Button **2.** To return to the Option Screen so you can change your selection at any time, press Keypad Button "*" or "#."

Two-Player Games

BRAIN STRAINERS™ is designed for one or two players. For a one-player game, use the Port 1 Controller. For two-player games, Player 1 uses the Port 1 Controller and Player 2 uses the Port 2 Controller. For additional information, refer to the detailed instructions for each game that follows.

BRAIN STRAINERS™ was developed by Bob Stewart with Radia Perlman and Carousel Software, Inc.

The ColecoVision® translation was provided by Dan Smith.

BRAIN STRAINERS™ was not designed for use with SUPER ACTION™ CONTROLLERS.

FOLLOW THE LEADER™

FOLLOW THE LEADER™ is a sound-matching game that puts your visual memory to the test as well. It's your job to match a sequence of notes played by the computer. Each time a note plays, an arrow points at one of four colored triangles. The arrow tells you which direction to move the control stick in order to match the note.

If you think that sounds simple, you'd better think again. Each time you repeat the sequence of notes correctly, the computer will add one note to the sequence. The higher the difficulty level you choose, the longer the sequence will be. A sequence can be as long as forty notes. It takes plenty of brain strain to follow *that* lead!

As you play FOLLOW THE LEADER™, you'll develop your own strategy for remembering the computer's tune. Some people find it easier to remember which direction the arrow is pointing, while others take their cues from the color of the triangles or the sound pattern itself. It's best to experiment until you find the strategy that works best for you.

Use the one-player game as practice for a two-player duet that promotes family fun and cooperation. You may want to choose teams—parents on one, kids on another—and see who reaches the highest level. No matter who wins, players quickly learn that cooperation is the name of the game!

HERE'S HOW IT WORKS

It's Your Choice

After you press Keypad Button 1 from the main Option Screen, the Game Screen for FOLLOW THE LEADER™ appears on your TV or monitor. The top portion of this screen is the playing area. The bottom portion shows your playing options. As you can see, the computer automatically selects a one-player game at Level 4. If you want, you can change these selections easily, using the control stick and the side buttons on your hand controller.

A Question of Skill

In FOLLOW THE LEADER™, you can select from forty different difficulty levels. The higher the level, the longer the sequence of notes you'll have to match. For example, in Level 4, you have to match a sequence of only four notes. But in level 20, the sequence grows to twenty notes. As the difficulty level increases, so does the rate at which the note sequences are presented.

To increase or decrease the difficulty level, first use the control stick to move the white box over to the number beside the word LEVEL. Each time you press the right side button, the number increases by one. Each time you press the left side button, the number decreases by one. Keep pressing the side buttons until you reach the level at which you'd like to play.

How Many Players?

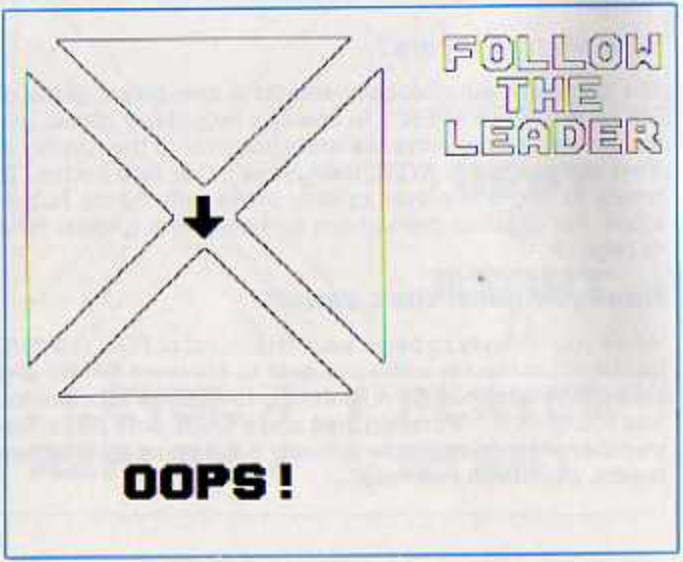
The computer automatically selects a one-player game of FOLLOW THE LEADER™. To select a two-player game, use the control stick to move the white box over to the number in front of the word PLAYER, then press either side button. To return to the one-player option, press either side button again. For detailed instructions on two-player games, refer to page 7.

Ready? Follow the Leader!

When you're ready to begin your first round of FOLLOW THE LEADER™, move the white box over to the word START and press either side button. A flashing arrow points at one of the four triangles in the playing area and a single note plays. Remember which triangle the arrow is pointing at, take a deep breath, and match that note!

To match the note played by the computer, give the control stick one push in whatever direction the first arrow was pointing. If you push the control stick in the correct direction, the computer increases the number of notes in the sequence to two. Each time you match the sequence correctly, the number of notes increases by one, until you reach the number of notes corresponding to the difficulty level you chose. For example, if you chose Level 3, the final sequence will consist of three notes. But if you chose Level 30, the final sequence will be thirty notes long—a lot of brain strain!

If you successfully match the computer's final sequence, a special "congratulations" sequence plays. Now you can try another round at the same level, or choose a more difficult level for your next round.



When You Hit a Sour Note

When the Oops Screen appears on your TV or monitor, it's a sure sign that you haven't matched a note correctly. The computer buzzes and the arrow points in the direction you aimed the control stick, thus pointing out your mistake. Press either side button to get back in the game. Just before the Game Screen reappears, the arrow points in the direction you should have aimed the control stick.

Instant Replay

Even the best players make mistakes once in a while. If you goofed but aren't quite sure where you went wrong, use the control stick to move the white box over to the word REPLAY. Then press either side button. The computer will replay the last sequence, up to and including the note you missed. This feature also is great for settling the inevitable disputes that arise during two-player games.

What's the Score?

Each time you correctly match a note or series of notes, the number under the word RIGHT (on the right side of the Game Screen) increases by one. If you succeed in matching the final sequence, your score will be equal to the difficulty level you chose to play.

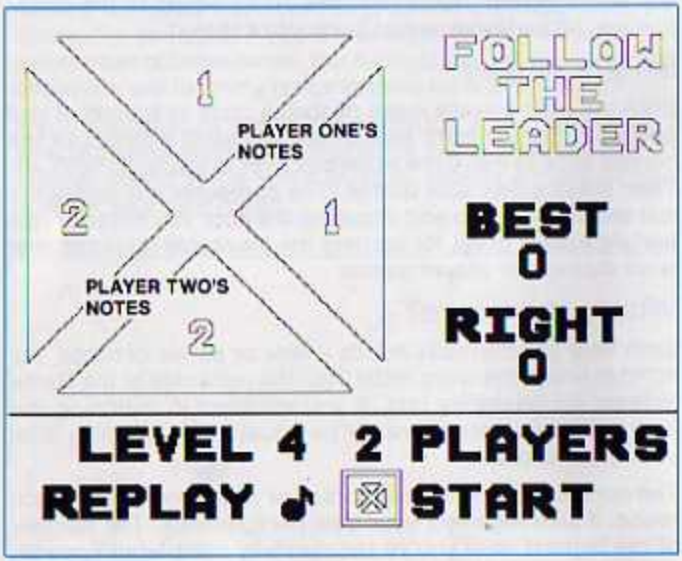
The computer not only keeps track of your score during each round, it also registers your best performance. The number of the highest level you've successfully completed appears under the word BEST. This number changes each time you complete a higher level.

Note: When you turn the power off or press the Reset Button, the numbers indicating your score and your best performance are erased.

Two Heads Are Better...

In a two-player game of FOLLOW THE LEADER™, players must work together to match the computer's tune. However, only Player One (Port 1 Controller) can select playing options and start the game.

As the illustration shows, each of the four triangles is labeled either 1 or 2. When the arrow points to a triangle labeled 1, Player One must match that note. Player Two (Port 2 Controller) takes over when the arrow points at a triangle labeled 2. If one player tries to match the other player's notes—OOPS!



You'll find that two-player games of FOLLOW THE LEADER™ are great occasions for family fun. Players must stay on their toes in order to match the right notes. If one member of the team goofs, it's a washout for both!

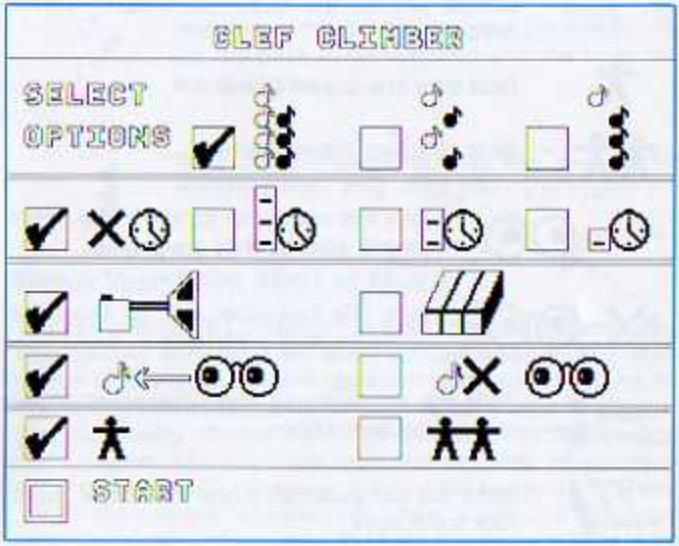
Besides being a lot of fun, two-player games of FOLLOW THE LEADER™ promote cooperation, rather than competition, among family members. Because players must work together toward a common goal, they quickly learn the value of teamwork when it comes to developing winning strategies.

CLEF CLIMBER™

This game challenges your auditory memory. Here's how it works: The computer plays a note. After a few seconds, you'll hear another note. You must use the control stick to raise or lower the second note until it matches the first.

CLEF CLIMBER™ provides a number of playing options that will challenge every member of the family. These options are explained in greater detail in the sections that follow.

HERE'S HOW IT WORKS



As You Like It

When you press Keypad Button 2 from the main Option Screen, the Entrance Screen for CLEF CLIMBER™ appears on your TV. This screen allows you to select a number of playing options. As the illustration shows, each option is represented by a different symbol.

You'll notice that some of the symbols are marked with a black check mark. These are the computer's automatic selections. If you want, you can change these selections easily. Just use the control stick to move the white box over to the symbol for the option you'd rather select, then press either side button.

Here's what the symbols mean:

Brings you to the CLEF CLIMBER™ Game Screen.

Sets up a one-player game.

Sets up a two-player game.

Tells the computer to show the notes on the staff as they are played.

Tells the computer not to show the notes as they are played.

Tells the computer to make the notes sound like an electronic horn.

Tells the computer to make the notes sound like piano keys.

Allows you to take as long as you need to match the computer's note.

Sets a time limit on each round.

Sets a shorter time limit.

Sets the shortest possible time limit.

Tells the computer to keep playing the note to be matched while the note you are changing plays as well.

Tells the computer to alternate between playing the note to be matched and the note you are changing.

Tells the computer to play the note to be matched, then stop while you try to match it.

Make Your Own Kind of Music

You can play CLEF CLIMBER™ in a number of different ways. The options the computer automatically selects (See illustration of Entrance Screen) represent the easiest setting for the game. This is primarily a matching activity in which the graphic display shows the notes' positions on the musical staff. You can use this visual feedback to tell when you have a correct match. Of course, you may want to pay more attention to the way the notes sound, preferring to use the visual cues for reinforcement only. To make the game a little more challenging, try having the computer alternate between playing the first and second note.

You can also turn the game into a memory exercise by telling the computer to play the note to be matched then stop while you attempt to match it. When the computer stops playing, the first note disappears from the staff. To make the match, you'll have to remember either the note's position or its sound.

If you've gone through life thinking you're tone deaf, it may be that you simply haven't had the chance to develop good listening skills. Why not give your auditory memory a workout by attempting to match the notes by ear alone? To do so, tell the computer not to show the notes as they are played. This setting is difficult at first, but you'll find that the more you practice, the easier it gets.

If you're feeling up to a challenge, you can set a time limit on how long it takes to match the notes. When you can beat the clock, see if you can beat an opponent in the two-player option. The rules are the same, but it's double the fun!

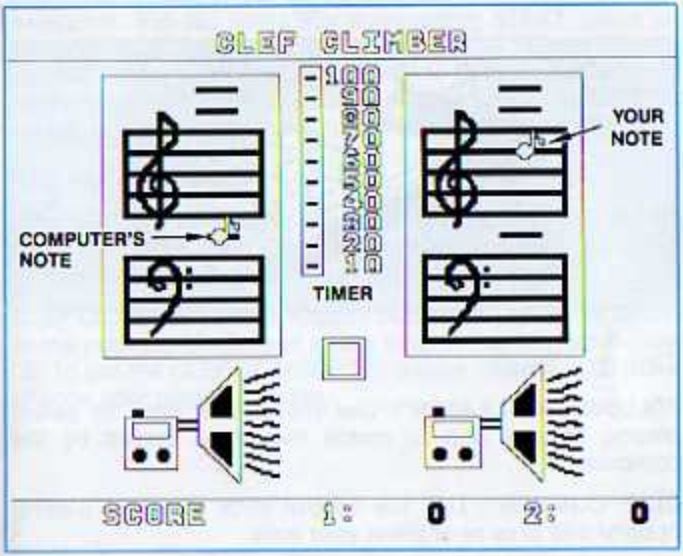
How Good is Your Ear?

When you're ready to start the game, move the white box over to START and press either side button. The CLEF CLIMBER™ Game Screen appears on your TV.

Now press either side button to hear the computer's note. After a few seconds, you will hear your note. Push the control stick up or down to raise or lower your note until you think it matches the computer's. Then press either side button.

After you press the side button, each note freezes in its final position on the staff. At the same time, the names of the notes appear on the right and left sides of your screen. If you matched the notes correctly, you'll hear a tone and you'll score points. If you didn't make a match, you can tell at a glance how far off you were. It's a good idea to try the game a few more times at the same setting. When you're feeling comfortable with the way it works, you can choose different options.

To get back to the CLEF CLIMBER™ Entrance Screen so you can change your playing options, press Keypad Button "**0**."

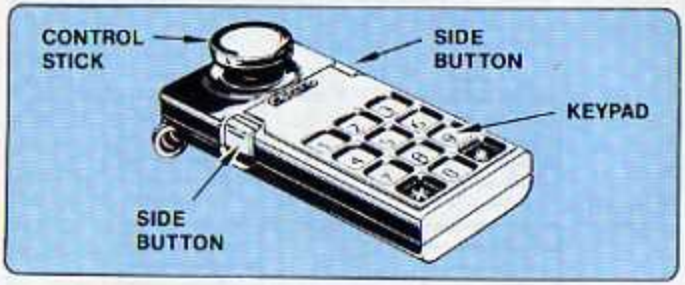


CLEF CLIMBER™ Duet

Want to try your ear against a friend's in a two-player game of CLEF CLIMBER™? Press Keypad Button "0" to return to the Entrance Screen, then use the control stick and side button to select the two-player option. Only Player One (Port 1 Controller) may select playing options and start the game.

During the game, players take turns attempting to match the computer's notes. Player One goes first. Each player scores points for a successful match. Because you can play CLEF CLIMBER™ indefinitely, you might want to determine a winning score before the game and see who can be the first to reach it.

SUMMARY OF CONTROLS



Control Stick

FOLLOW THE LEADER™: Use the control stick to select playing options and to match the notes played by the computer.

CLEF CLIMBER™: Use the control stick to select playing options and to raise or lower your note.

Side Buttons

FOLLOW THE LEADER™: Before play begins, press the right side button to increase the number beside the word LEVEL. Press the left side button to decrease the number. Also before play, press either side button to choose between a one- or a two-player game. With the white box surrounding START, press either side button to start the game or to hear a new sequence of notes. When the Oops Screen appears on your TV or monitor, indicating that you have not matched a note correctly, press either side button to see the correct response and get back in the game.

CLEF CLIMBER™: After selecting a playing option from the Entrance Screen, press either side button to register your selection. With the white box surrounding START, press either side button to make the CLEF CLIMBER™ Game Screen appear, then press either side button to hear the computer's note. When you think you have a match, press either side button to freeze both notes in their positions on the staff.

Keypad Buttons

FOLLOW THE LEADER™: Press Keypad Button "*" or "#" to return to the main Option Screen at any time. All other Keypad Buttons perform no function.

CLEF CLIMBER™: Press Keypad button "*" or "#" to return to the main Option Screen at any time. Press Keypad Button "0" to get the CLEF CLIMBER™ Entrance Screen so you can change your playing options.

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that this video game cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at an authorized Coleco Service Station. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism, or misuse.

Any implied warranties arising out of the sale of the video game cartridges including the implied warranties of merchantability and fitness for a particular purpose are limited to the above 90 day period. Coleco shall in no event be liable for incidental, consequential, contingent or any other damages.

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SERVICE POLICY

Please read your Video Game Owner's Manual carefully before using the product. If your video game cartridge fails to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual for your particular video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call Customer Service on Coleco's toll-free service hotline: 1-800-842-1225 nationwide. This service is in operation from 8:00 a.m. to 10:00 p.m. Eastern Standard Time, Monday through Friday.

If Customer Service advises you to return your video game cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase, and a brief description of the problem to the Service Station you have been directed to return it to by the toll-free service information. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.

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